The Project Plan

The Automated TA

Our goal is to create a chat agent that can act as a first year computer science TA to students in that field. Now since the chat agent will take on the role of a mentor it will assume that the user will take on the role of a student, a student only asking questions in the field of computer science. Our system should be able to handle basic first year level questions such as “how would i get a program to execute a line multiple times?”. In answer to this question the Chat agent should respond something along the times of “you should use a loop” and maybe give a example of code as well. Since the project is written in java and first year computer science is taught in java the program will respond with java code. It is our hope to create a product that students could potentially use one day. Our progress can be followed at <https://github.com/mbojey/COSC310A2> by anyone that is interested.

Choosing a SDLC

After analyzing all the SDLCs our group collectively decided that we would be best represented by a combination of the RAD and Scrum SDLC types, creating a new SDLC that we like to call the SCRAD. From the RAD, we adopted the central idea of getting an up and running prototype as soon as possible with the intention of adding features as we go. Other features we took from the RAD structure were the usage of already generated code as we will be using many of java’s libraries and open sours features. Since most of our group has access to first year computer science students it is easy for us to test our product on our target audience and receive feedback. Qualities from the Scrum structure, that we took were short sprints of coding and frequent meeting among the group.

The Structure

* Phases
* Tasks
* Sub-Tasks
* Group Meeting
  + - * discuse what we have done, where we are at and what needs to get done

merging of everyones code so the system is up to its most current state

pulling from github so everyone it up to date.

* + - * discover any solutions for any problems that may have risen since the last meeting
      * assign someone to test the system at its current state if needed
      * decide next meeting time, (near future)
* Individual work
  + - * consists of working on current assignment

may include working with another team member depending if their assignments are closely related

if assignment is new then there will be a creation of a new branch, if not then the old branch is continued

* + - * work needs to be tested

the feature may be tested by the designer or by actual users (students) it is up to the designers desecration

* + - * 11th hour fixes or addition before next group meeting, final pushes to github